

What is claimed is:

1. A game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:

5 point providing means for providing a point to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices; and

image switching means for switching and alternately
10 displaying a reference image for reference and a difference image on the display to find differences.

2. The game server according to Claim 1, further comprising:

switching timing setting means for setting a timing for
15 switching and alternately displaying the reference image and the difference image on the display,

wherein the image switching means has a function to switch and alternately display the reference image and the difference image on the display at the timing set by the switching timing
20 setting means.

3. The game server according to Claim 2, further comprising:

play-number storing means for storing a play-number data indicating a number of times that the player plays the difference
25 detection game;

player identification means for identifying the player to play the difference detection game; and

number-comparing means for comparing a reference-number data as a criterion to determine whether or not the player

identified by the player identification means has frequently played the difference detection game and the play-number data that has been stored in the play-number storing means,

wherein the switching timing setting means sets the timing
5 in accordance with a comparison result by the number-comparing means.

4. The game server according to Claim 2, further comprising:

winning-number storing means for storing a numerical value
10 data of acquired points or prizes for winning with the difference detection game played by the player; and

player identification means for identifying the player to play the difference detection game; and;

numerical value comparing means for comparing a reference
15 numerical value data as a criterion to determine whether or not the player identified by the player identification means has won a large number of points or prizes with the difference detection game and the numerical value data stored in the winning-number storing means,

20 wherein the switching timing setting means sets the timing in accordance with a comparison result by the numerical value comparing means.

5. The game server according to Claim 3, comprising:
hint image display control means for displaying a hint
25 image to assist the player to find a correct answer on the display in accordance with the comparison result by the number-comparing means or the numerical value comparing means.

6. The game server according to Claim 4, comprising:
hint image display control means for displaying a hint

image to assist the player to find a correct answer on the display in accordance with the comparison result by the number-comparing means or the numerical value comparing means.

7. A game server being capable of transmitting and
5 receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:

point providing means for providing a point to a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the
10 user terminal devices; and

image display means for displaying simultaneously on the display a reference image for reference and a plurality of difference images to find differences.

8. The game server according to Claim 7, wherein the
15 point providing means sets an obtainable number of points for each of the plurality of difference images.

9. The game server according to Claim 7, wherein each of the plurality of difference images includes one difference from the reference image, and the game server comprising:

20 image selecting means for letting the player select one difference image out of the plurality of difference images to play the difference detection game.

10. The game server according to Claim 8, wherein each of the plurality of difference images includes one difference
25 from the reference image, and the game server comprising:

image selecting means for letting the player select one difference image out of the plurality of difference images to play the difference detection game.

11. A game server being capable of transmitting and

receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:

providing means for providing a point or prize to a player on receipt of a correct answer from the player with a difference
5 detection game executed on a display provided to each of the user terminal devices;

image display means for simultaneously displaying a reference image for reference and a plurality of difference images on the display;

10 image selecting means for letting the player select one difference image out of the plurality of difference images for playing the difference detection game; and

a correspondence data set for establishing a correspondence between each of the plurality of difference
15 images and the point or prize; and

corresponding image display means for displaying a corresponding image on the display by selecting the
correspondence data set corresponding to any one of the plurality
of difference images on receipt of the correct answer from the
20 player. .

12. A game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:

providing means for providing a point or prize to a player
25 on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices;

reference image display means for displaying a reference image for reference on the display as an animated image;

difference image display means for displaying a difference image as an animated image; and

image switching means for switching and alternately displaying the reference image and the difference image to find
5 differences.

13. The game server according to Claim 12, comprising:

switching time setting means for setting an interval for which the reference image and the difference image are alternatively displayed on the display by the image switching
10 means,

wherein the image switching means has a function to switch and display the reference image and the difference image on the display in accordance with the interval set by the switching time setting means.

15 14. The game server according to Claim 12, further comprising:

cumulative number-comparing storing means for cumulatively storing a number of times that the reference image and the difference image are alternatively displayed on the
20 display by the image switching means;

a plurality of correspondence data sets for establishing a correspondence between the difference images and the point or prize; and

corresponding image display means for displaying a
25 corresponding image on the display by selecting one data set from the plurality of correspondence data sets corresponding to the difference images based on the number of times stored in the cumulative number-comparing storing means on receipt of the correct answer from the player.

15. The game server according to Claim 13, further comprising:

cumulative number-comparing storing means for cumulatively storing a number of times that the reference image and the difference image are alternatively displayed on the display by the image switching means;

a plurality of correspondence data sets for establishing a correspondence between the difference images and the point or prize; and

corresponding image display means for displaying a corresponding image on the display by selecting one data set from the plurality of correspondence data sets corresponding to the difference images based on the number of times stored in the cumulative number-comparing storing means on receipt of the correct answer from the player.

16. A game server being capable of transmitting and receiving data to and from a plurality of terminal devices via a communication line, the game server comprising:

answer data storing means for storing answer data showing an answer with a difference detection game executed on a display provided to each of the terminal devices;

correct answer data storing means for storing correct answer data as a criterion to determine whether or not the answer data stored in the answer data storing means matches the correct answer data;

comparing means for comparing the answer data stored in the answer data storing means and the correct answer data stored in the correct answer data storing means;

providing means for providing a point or prize to display

on the display on determination that the answer data matches the correct answer data as a comparison result by the comparing means;

image switching means for switching and alternately
5 displaying the reference image for reference and the difference image on the display; and

switching time setting means for setting an interval for which the reference image and the difference image are alternatively displayed on the display by the image switching
10 means,

wherein the image switching means has a function to switch and display alternatively the reference image and the difference image on the display in accordance with the interval set by the switching time setting means.

15 17. The game server according to Claim 16, further comprising:

data providing means for providing data for the plurality of terminal devices via a communication line;

reference image data storing means for storing reference
20 image data to display the reference image for reference on the display provided to each of the terminal devices; and

difference image data storing means for storing difference image data to display the difference image on the display,

wherein the data providing means provides the reference
25 image data and the difference image data for the terminal devices before executing the difference detection game on the display of each of the terminal devices.

18. The game server according to Claim 16, comprising:

image display control means for displaying the reference

image or the difference image, in an enlarged manner or a reduced manner in response to an image enlarging request or an image reducing request from each of the terminal devices on the display.

5 19. The game server according to Claim 17, comprising:
image display control means for displaying the reference
image or the difference image, in an enlarged manner or a reduced
manner in response to an image enlarging request or an image
reducing request from each of the terminal devices on the
10 display.

20. The game server according to Claim 16, comprising:
number-of-times-of-enlargement storing means for
storing a number of times that the image display control means
displays the reference image or the difference image in an
15 enlarged manner;

a plurality of correspondence data sets for establishing
a correspondence between the difference images and the point
or prize; and

corresponding image display means for displaying a
20 corresponding image on the display by selecting one data set
from the plurality of correspondence data sets corresponding
to the difference images according to the number of times of
displaying in an enlarged manner stored in the
number-of-times-of-enlargement storing means on determination
25 that the answer data is correct as a comparison result by the
comparing means.

21. The game server according to Claims 17, comprising:
number-of-times-of-enlargement storing means for
storing a number of times that the image display control means

displays the reference image or the difference image in an enlarged manner;

a plurality of correspondence data sets for establishing a correspondence between the difference images and the point
5 or prize; and

corresponding image display means for displaying a corresponding image on the display by selecting one data set from the plurality of correspondence data sets corresponding to the difference images according to the number of times of
10 displaying in an enlarged manner stored in the number-of-times-of-enlargement storing means on determination that the answer data is correct as a comparison result by the comparing means.

22. The game server according to Claims 18, comprising:
15 number-of-times-of-enlargement storing means for storing a number of times that the image display control means displays the reference image or the difference image in an enlarged manner;

a plurality of correspondence data sets for establishing
20 a correspondence between the difference images and the point or prize; and

corresponding image display means for displaying a corresponding image on the display by selecting one data set from the plurality of correspondence data sets corresponding
25 to the difference images according to the number of times of displaying in an enlarged manner stored in the number-of-times-of-enlargement storing means on determination that the answer data is correct as a comparison result by the comparing means.

23. A game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:

answer data storing means for storing answer data showing
5 an answer with a difference detection game executed on a display provided to each of the user terminal devices;

correct answer data storing means for storing correct answer data as a determination criterion whether or not the answer data stored in the answer data storing means matches
10 the correct answer data;

comparing means for comparing the answer data stored in the answer data storing means and the correct answer data stored in the correct answer data storing means; and

providing means for providing a point or prize to display
15 on the display on determination that the answer data matches the correct answer data as a comparison result by the comparing means;

play history storing means for storing play history data with a different game than the difference detection game being
20 provided on a display provided to each of the user terminal devices, the different game having been executed on the display before the difference detection game;

reference image display means for displaying a replay image of the different game as a reference image of the difference
25 detection game based on the play history data stored in the play history storing means on the display;

difference image creating means for creating a difference image of the difference detection game based on the play history data stored in the play history storing means, the difference

image being different from the replay image; and

image display means for displaying the difference image created by the difference image creating means on the display.

24. The game server according to Claim 23, further
5 comprising:

image switching means for switching and alternately displaying the reference image for reference and the difference image on the display; and

switching time setting means for setting an interval for
10 which the reference image and the difference image are alternatively displayed on the display by the image switching means,

wherein the image switching means has a function to switch and display the reference image and the difference image on
15 the display in accordance with the interval set by the switching time setting means.

25. The game server according to Claim 23, comprising:
data providing means for providing data for the plurality of user terminal devices via the communication line;

20 reference image data storing means for storing reference image data to display the reference image on the display; and

difference image data storing means for storing difference image data to display the difference image on the display,

wherein the data providing means provides the reference
25 image data to display the reference image and the difference image data to display the difference image for the user terminal devices before executing the difference detection game on the display.

26. The game server according to Claim 24, comprising:

data providing means for providing data for the plurality of user terminal devices via the communication line;

reference image data storing means for storing reference image data to display the reference image on the display; and

5 difference image data storing means for storing difference image data to display the difference image on the display,

wherein the data providing means provides the reference image data to display the reference image and the difference image data to display the difference image for the user terminal
10 devices before executing the difference detection game on the display.

27. A program running on a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the server
15 executing a difference detection game on display provided to each of the user terminal devices, the program executing the steps of:

providing a point to the player on receipt of a correct answer from the player playing the difference detection game;
20 and

switching and alternately displaying a reference image for reference and a difference image on the display to find differences.

28. A program running on a game server being capable
25 of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the server executing a difference detection game on a display provided to each of the user terminal devices, the program executing the steps of:

providing a point to the player on receipt of a correct answer from the player playing the difference detection game; and

5 simultaneously displaying a reference image for reference and a plurality of difference images for the difference detection game on the display.

29. A program running on a game server being capable of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the server comprising providing means for providing a point or prize to 10 a player on receipt of a correct answer from the player with a difference detection game executed on a display provided to each of the user terminal devices, the program executing the steps of:

15 displaying a reference image for reference as an animated image on the display;

displaying a difference image as an animated image; and

switching and alternately displaying the reference image and the difference image.

20 30. A program running on a game server being capable of transmitting and receiving data to and from a plurality of terminal devices via a communication line, the game server comprising:

answer data storing means for storing answer data showing 25 an answer with a difference detection game executed on a display provided to each of the user terminal devices;

correct answer data storing means for storing correct answer data as a determination criterion whether or not the answer data stored in the answer data storing means matches

the correct answer data;

comparing means for comparing the answer data stored in the answer data storing means and the correct answer data stored in the correct answer data storing means; and

5 providing means for providing a point or prize to display on the display on determination that the answer data matches the correct answer data as a comparison result by the comparing means, the program executing the steps of:

switching and alternately displaying a reference image
10 for reference and a difference image on the display; and

setting an interval for which the reference image and the difference image are displayed alternatively on the display with the interval.

31. A program running on a game server being capable
15 of transmitting and receiving data to and from a plurality of user terminal devices via a communication line, the game server comprising:

answer data storing means for storing answer data showing an answer with a difference detection game executed on a display
20 provided to each of the user terminal devices;

correct answer data storing means for storing correct answer data as a determination criterion whether or not the answer data stored in the answer data storing means matches the correct answer data;

25 comparing means for comparing the answer data stored in the answer data storing means and the correct answer data stored in the correct answer data storing means; and

providing means for providing a point or prize to display on the display on determination that the answer data matches

the correct answer data as a comparison result by the comparing,
the program executing the steps of:

storing play history data with a different game than the
difference detection game being provided on a display provided
5 to each of the user terminal devices, the different game having
been executed on the display before the difference detection
game;

displaying a replay image of the different game as a
reference image of the difference detection game based on the
10 stored play history data on the display;

creating a difference image of the difference detection
game based on the stored play history data, the difference image
being different from the replay image; and

displaying the created difference image on the display.
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